

Soulsaber

A One-Round *Star Wars*™ Adventure

By Lee Pickler

The race against the dark side continues. The dark adept Thaum Rysstra has kidnapped the Child of Light to help him locate an ancient and terrible dark side weapon. You must find them before Thaum retrieves the weapon and unleashes it on the Galaxy. Episode Two of the *Child of Light* saga. Characters provided.

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Soulsaber is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Pre-generated characters are included with this scenario. *Gamemaster characters stats are located at the end of the scenario.*

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

NOTE: The Force adept, Sha'lia, and the Trandoshan pilot, Goort, are designed to be played together. If you remove one, you should remove the other, or play the second as a NPC. Also, Maric Tovar plays an important role in the first portion of the adventure. If no one plays him, he must be run as a NPC.

The provided characters have interactions and notes about each other on the character sheets.

Gamemaster Background

What has happened before:

In *Child of Light*, the characters, at the request of Luke Skywalker and Rebel Command, traveled to the planet of Dalicron-4 to look into a rumor of a child who was very strong in the Force. While investigating, they met a smuggler named Thaum Rystra, who claimed to be an independent scout relaxing a bit while repairing some damage inflicted to his ship by the Imperials. There was much more to Thaum than the characters knew (see his GM character sheet at the end for his story).

The characters eventually discovered the Child of Light and rescued him from Thaum's student. Containing his disappointment, Thaum returned to his ship to work out a new plan to get the boy. He decided to follow the characters.

Thaum caught up with them just as an Imperial frigate dropped into realspace and announced the system was under blockade. Thaum decided to create a distraction for the characters so they could escape. After all, he needed the Child of Light alive.

Thaum bought the characters the time they needed to jump into hyperspace. The adventure ended with the characters delivering the Child of Light to Kylbar, a Mon Calamarian aide to Admiral Ackbar.

The events in *Soulsaber* occur approximately four months after the end of *Child of Light*. The dark side adept Thaum Rystra has captured Caeleb, the Child of Light, and disappeared.

The player characters have been assigned by Rebel Command to help locate and recover the boy. However, their search has not gone very well, and they have discovered nothing.

Chasing a lead to the smuggler's moon of Nar Shaddaa, the characters meet with an information merchant named Rat. A group of Hutt goons arrives to collect Rat at that moment. The characters scratch gravel with Rat, leading the Hutt's forces in a running fight through the depths of Nar Shaddaa.

The scenario begins with the characters trapped in a dead-end corridor deep with Nar Shaddaa. They are in an intense lightfight with Brinojja the Hutt's goons, led by his chief enforcer Verkoss. The group is waiting to be rescued by Maric Tovar, who stayed behind in their ship.

After a tense rescue, they head for open space and escape to the safety of hyperspace.

Upon finalization of their deal, Rat tells the characters that he overheard Thaum talking with someone about a planet called Pamorjal. That's all he got. Nothing else. A lengthy search of the computer reveals Pamorjal to be an out-of-the-way Expansion Rim planet. It is not located on any main trade routes, but has several minor ones running close by.

Upon arriving at Pamorjal, the characters find a fairly inconspicuous planet. The main spaceport of Beldon is the best place to start looking, but the characters can start anywhere.

Once they have landed, the characters will start hearing of a group of temples that are something of a legend and tourist attraction. Merchants sell slivers of crystal they swear is from the crystals that line the walls of the temple. The characters hear it is a very peaceful place and many who visit there get visions.

At the temple, the Force-sensitive characters feel the crystals' strength in the Force. One of the temples holds the key to finding Thaum. An elaborate star map covers the floor of its main chamber. Various well-known planets are represented by crystals embedded in the floor. Through the use of their astrogation and Force-using abilities, the characters figure out that Thaum has gone to a very out-of-the-way planet.

The temples were originally constructed by the some of the surviving Jedi and their allies who fought against the wielder of the Soulsaber. A dozen masters took the weapon into deep, unknown space. However, one of them saw a time when they may need to find the dark side weapon's location. And so the Temples of Vormijj were built.

There is also a large "badlands" region in Pamorjal's southern hemisphere. This is where the

actual battle against the Soulsaber occurred. Nothing has grown here in millennia. As Force-sensitive beings travel closer to the center of the region, the presence of the dark side grows stronger and stronger. If the characters travel here, the Force-sensitive members of the party will get a vision of the battle. They will see and feel the awesome terror of the Soulsaber. The characters can get an idea of potentially what Thaum is after and why he needs to be stopped.

The adventure culminates when the characters locate the temple and discover Thaum and the Child of Light already inside.

Opening Cutscene

A shuttle lands on the deserted landing pad. Its graceful curves mark it as being of Mon Calamari make. As the boarding ramp descends, a cloaked figure approaches.

A Mon Calamari dressed in the uniform of a Rebel lieutenant walks down the ramp, guiding a young human boy. His eyes fix on the cloaked figure and he tenses. The Mon Cal puts himself between the boy and figure.

'No one is supposed to know we are here,' thinks the Mon Cal. His free hand slowly moves towards his blaster.

A pair of human hands appear from within the cloak and pull the hood back revealing a human male wearing a lopsided – almost Corellian – grin. The Mon Cal's eyes widen. How did he find out ...

"Lieutenant Ryst...", the Mon Cal begins.

The human gestures slightly. "No, Kylbar. Commander Skywalker. You always did get us confused. I'll take Caeleb now. He will be safe with me."

Kylbar relaxes. "Yes, Commander."

Thaum smiles as Caeleb takes his outstretched hand. The pair strolls away from the landing pad.

End of Cutscene

EPISODE ONE: Escape from Nar Shaddaa

A long time ago in a galaxy far, far away ...

Caeleb, the Child of Light, has been kidnapped by Thaum Rystra, a former Rebel who is now an agent of the dark side. His reason for taking the Child of Light is unknown.

After months of searching, a band of brave Rebels has traced a lead to the Hutt-controlled moon of Nar Shaddaa.

The Rebels are now following their last lead. Meeting with an information merchant on the Hutt-controlled moon of Nar Shaddaa, they hope to find a glimmer of hope

Let each player read their character sheet and look up any information they need to about skills, feats and equipment they have. Answer any questions they may have before continuing.

The scene opens with the characters engaged in a heavy lightfight with some goons in the employ of Brinojja the Hutt. They showed up to “collect” Rat just as the characters were about to sit down and start dealing with the info merchant. The characters hauled jets through the bar’s back entrance and thus began a running battle through the depths of Nar Shaddaa.

The characters are now backed up in a dead-end corridor/alley. They have radioed Maric, who remained behind with the ship, to pick them up. As the characters are against an outside wall, Maric should be able to blow open an escape route and evacuate everyone using the ship’s tractor beam. (Nar Shaddaa is known as the Vertical City also. It is covered by layers upon layers of buildings, much like Coruscant. Only dirtier.)

The alley is 4 meters wide and approximately 20 meters long. It is moderately dark (a number of the glowpanels are not working – for a variety of reasons), so there is a 10% miss chance for those without low-light or darkvision. Combatants on both sides can find a variety of cover for the combat, from shooting around corners to kneeling behind crates.

The battle will last for three rounds. At the beginning of the third round, Maric shows up to rescue the other characters.

Verkoss, the leader of Brinojja’s thugs, and his troops, want Rat. They also want the hides of the beings who have led them around the streets of Nar Shaddaa. Between blaster shots, they taunt the characters in a variety of languages.

Verkoss will urge his forces forward. But if they begin to take losses, he will fall back. Verkoss himself fights from the back, keeping as clear as possible from any blaster fire. He is headstrong, but not stupid. Verkoss will not uselessly sacrifice his men.

If things begin to go too badly, Verkoss will order his troops to shoot out the remaining glowpanels. While it puts many of his own troops at a disadvantage, it does the same to any character that does not have darkvision. This tactic should not be started until at least the second round ... unless the characters think of it first.

Remember, the purpose of this fight to grab the players’ interest and get them in the game. It is not supposed to be extremely dangerous.

Verkoss, Brinojja’s Enforcer: Male Trandoshan Soldier 5; IM +1 (Dex); Def 18 (Armor +6, Dex +2, Natural +1); Spd 8m; VP/WP 47/12; Atk +8 melee (2d4+3, vibrodagger), +6 ranged (3d6, blaster pistol), +7 ranged (3d8, blaster carbine); SQ Darkvision; SV Fort +5, Ref +2, Will +1; SZ M; Rep 1; Str 16, Dex 12, Con 12, Int 11, Wis 10, Cha 12.

Equipment: padded battle armor, blaster pistol, blaster carbine, vibrodagger.

Skills: Intimidate +12, Knowledge: streetwise – Nar Shaddaa +6, Profession: Hutt enforcer +7, Read/write Dosh, Repair +2, Speak Basic, Speak Dosh, Speak Huttese, Spot +2, Treat injury +3.

Feats: Armor Proficiency (light, medium, heavy), Point Blank Shot, Precise Shot, Skill Emphasis (intimidate), Weapon Focus (blaster carbine), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Brinojja’s Thugs (10): Various Species Thug 2; IM +0; Def 10; Spd 10m; VP/WP -/15; Atk +3 melee (1d4+1, knife), +2 ranged (3d6, blaster pistol); SQ None; SV Fort +4, Ref +0, Will +0; SZ M; Rep 1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol, knife.

Skills: Intimidate +4.

Feats: Toughness.

If Maric is being used as a PC, have that player roll initiative at the start of the battle also. Describe the winding, spiraling path he must take to get to his comrades. Build the tension of near misses with other ships, buildings, etc. so that player will not be left out of the excitement.

During the combat, Rat will be rather ineffective. He is terrified that he will be hit by blaster fire. And being dead is bad for business. If he is being observed by the characters, or verbally denounced, he will fire off a couple shots that pretty much just hit the wall.

At Maric’s action in the fourth round, read the following:

Your world explodes around you. The wall behind you disappears under a barrage of heavy cannon fire. Screams can be heard down the alley, as your attackers are consumed by the powerful laser bolts.

“Come on out, I’m ready for you,” Maric’s voice announces over your comlink as the rain of deadly light ceases.

Now the PCs get to run for it. Once they step through the opening, continue.

Synthlines drop around you from the Lazy Katarn. “Grab hold,” shouts Maric into your comlinks.

When they do, continue:

The lines tighten and pull you towards the Lazy Katarn. The almost bottomless canyons separating Nar Shaddaa’s various sectors lay below you. After a few agonizing seconds, you haul yourselves into the cargo bay of your ship.

Exhausted from the running lightfight with Brinojja the Hutt’s goons, you lay there for several moments, too tired to do anything but breathe.

Have each player, except whoever is playing Maric, describe their character at this point. After they have finished, continue with the following:

The ship lurches as Maric spins into a heading for open space and the safety of hyperspace beyond. No one chases you as you escape Nar Shaddaa’s gravity well and disappear in a streak.

From the moment he comes aboard, Rat is very shaken. Unless coerced by the characters, Rat will stay in the landing bay, too shocked to move. They must bring him out of this condition to get him to move anywhere else in the ship or to begin to extract the information concerning Thaum. Rat can be moved physically or by coaxing (Diplomacy check DC 15).

When Rat begins to come out of his shock, he will tremble and begin to shout at the characters – “What the heck kind of rescue was that?”, “Being sucked out of a perfectly good building, into a hover ship over a bottomless pit. That’s a rescue?”, “None of this was part of the deal.”, etc. A couple opposed Diplomacy checks or Bluff/Sense Motive checks and some roleplaying should calm him down.

Rat, Info Merchant: Male Human Scoundrel 2; IM +2 (Dex); Def 17 (Dex +2); Spd 10m; VP/WP 11/12; Atk +1 melee (1d4, knife), +3 ranged (3d4, hold-out blaster), +3 ranged (1d4, knife); SQ Illicit barter, Better lucky than good; SV Fort +1, Ref +5, Will +0; CC B; SZ M; Rep 1; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Equipment: street clothes, hold-out blaster, knife, 25 credits.

Skills: Appraise +3, Bluff +7, Diplomacy +6, Gather Information +12, Hide +6, Knowledge: *streetwise* – Nar Shaddaa +5, Knowledge: *cultures* – Hutt +5; Listen +4, Move Silently +5, Profession: *info*

merchant +5, Read/write Basic, Read/write Hutttese, Sense Motive +2, Speak Basic, Speak Hutttese.

Feats: Skill Emphasis (gather information), Trustworthy, Weapon Proficiency Group (blaster pistols, simple weapons).

Regardless, the characters will not be able to get the needed info from Rat before they reach the hyperspace jump point. Their best option is to make a short jump somewhere else and talk with him there. The characters can quickly plot a short jump that will carry them a few light years away and give them time to calm Rat down and talk with him. The base Astrogate check DC is 12. This can be modified per standard rules (p. 172-173 of the Star Wars Core Rulebook).

EPISODE TWO: Rat the Info Broker

Once they are away from Nar Shaddaa, the characters can revert to realspace and begin to learn where Thaum is. Rat is more than willing to deal with the characters once they are out of Hutt space and he fully realizes he has escaped Brinojja.

Rat is thankful to the characters for their rescuing him. But, business is business. Since they rescued him from the Hutt’s clutches, Rat will not drive as hard a bargain as normal for the information the characters want. The terms he comes up with, and will not budge from, are that the characters take him to the planet Celanon – specifically Celanon City – and give him 1,500 credits for “start-up” purposes.

Rat will accept 1,000 credits, but no less, if the characters really press him. He will lie that his normal fee for info of this grade would go for at least 10,000 creds. Rat has no idea what it would truly go for, but wants the characters to think he is a true professional at this game.

He would prefer to give the information once they are enroute to Celanon. However, if the characters demand the information before going anywhere, Rat will deliver.

What Rat knows:

- He spotted Thaum and Caeleb as they exited a private landing bay four days ago. The pair seemed very odd – a somber man in dark clothing and wide-eyed, young boy that obviously hadn’t seen a spaceport before from the way he was gawking. Rat decided to follow the two and check them out after he spotted a silver hilt hanging from the man’s belt. He had seen enough bootleg holovids to know a lightsaber when he saw one. Had to be something interesting going on.

- A group of gangers tried to demand tribute from the man. He calmly told one of the larger gangers to “kill them,” pointing at his ‘mates. The being, a reptilian Barabel, did so. The others were dead in seconds. The Barabel seemed to be in a daze while doing so. It came out as the last of his groups fell to his claws. Then it turned to Thaum, rage in its eyes. Thaum looked at the creature, which clutched its head and fell to the ground dead.
- Rat continued to follow the pair. The man kept the boy very close to him. Any trouble was dealt with swiftly.
- The two went into a bar. Rat waited several minutes before entering. He then got a seat where he could eavesdrop on the conversation. The man was talking with someone Rat couldn’t see.
- Thaum told whomever he was meeting with that “they” would probably find him soon. He was taking the boy and heading for Pamorjal. The clue was there.
- Thaum then told the other person to be sure and hold “them” off as long as possible. “But be cautious,” he warned,” they successfully dealt with Tol.” (NOTE: For players who have not played *Child of Light*, Tol was Thaum’s Whippid apprentice. The characters defeated the vicious assassin at the end of the scenario.)

That was all. Thaum got up and left after that. Rat never saw the other person leave the bar. He waited for thirty minutes or so, then left. By the time he got to the landing bay Thaum had come from, it was empty.

Now Rat will demand the characters take him to Celanon. The characters have a big decision to make. The Celanon system is in the Outer Rim and is a 72-hour trip one-way from their current position. Pamorjal is located in the Expansion Rim, which is a 72-hour trip from anywhere in the Outer Rim (Nar Shaddaa or Celanon).

If they take Rat to Celanon now, Thaum will get another six days ahead of the characters. If they go straight to Pamorjal, then the lead is cut in half. Of course, the characters may attempt to shorten their hyperspace travel time, but make sure they feel the necessity of getting to Pamorjal.

The *Lazy Katarn* has an ordinary nav computer, which provides a +2 computer bonus to the Astrogate check. The Astrogate check base DC to Celanon is 11. For the trip to Pamorjal, it is 16 (regardless of the origin – Nar Shaddaa or Celanon). Use standard astrogation rules for calculating the final Astrogate DC (Star Wars Core Rulebook, p 172-173).

Even though the characters do not make their calculations while in the Nal Hutta system, they are close enough that it is considered their point-of-origin.

Rat will be very vocally opposed to not traveling to Celanon first. A few Intimidate and/or Diplomacy checks can change that. He will flop down in the lounge, announcing that he is not leaving the ship until they reach Celanon. If they go to Pamorjal first, he is staying aboard the ship and nothing they say or do will change his mind.

If the characters do decide to take Rat to Celanon first, then run the drop-off quickly. Celanon City is a large haven of activity – legal and otherwise. It is somewhat more civilized than Nar Shaddaa, but like it in many other ways. Anything you want can be found for a price. Everything costs credits. The landing and docking fees are very high and customs officials expect a tribute. Oh, the government is pro-Empire and a large Imperial base sits in the middle of Celanon City. The characters can definitely drop Rat off and leave without trouble as long as they don’t raise any suspicions. And there’s no guarantee Rat won’t sell his information to someone else, either.

EPISODE THREE: Pamorjal

After interrogating Rat, the characters probably proceed to Pamorjal.

The swirling tunnel of hyperspace abruptly ends as you revert to realspace. Traffic around Pamorjal is rather light at this point. Less than a score of ships are in transit currently.

“Unidentified YT-1300,” announces a voice from your comm system, “please identify yourself.”

The standard starport controller interrogation follows: what is your name, reason for being here, etc. After all the questions have been answered, the characters are directed to a spot on the public landing pad at Beldon’s spaceport.

As you pass over the spaceport, a tramp freighter explodes on the pad. A column of flame and smoke rises high in to the air. Shrapnel flies outward, ripping through nearby ships and beings standing on the pad.

The destroyed ship belonged to TaggeCo and was the target of the PFL. The terrorists have decided to give the corp a strong urging to leave the planet.

Rescue vehicles and crews quickly move into the area. Spaceport control orders all ships to remain on the landing pad – and for the characters to quickly proceed to their assigned spot, remain onboard and await further instructions.

While waiting, the characters are free to monitor communications frequencies, scan with sensors, download public information about Pamorjal, etc.

Communications: Most of the current comm chatter concerns the attack at the spaceport. In addition to rescue crews, police forces are also mobilizing and beginning a thorough search. The spaceport has pretty much been locked down.

Sensors: There is a lot of activity around the spaceport and Beldon right now. A dozen Z-95 starfighters are making continuous sweeps. Police airspeeders are patrolling at lower altitudes. No starship is being allowed to leave the spaceport currently.

Computer Info: The public database has all the current news, tips on places to stay, places to eat, etc. Pretty much typical tourist-type information. The characters can gather that the PFL has increased its activities over the last six months. Current attacks seem to be focused against TaggeCo, which is trying to obtain a license to harvest garna trees themselves.

Also, the characters can get information on the Temples, how to get there, tour business that have package deals, etc.

After the characters have had time to collect some information, or two hours have passed if they decide to wait, they hear someone banging on the hull by the entry ramp. It is a Pamorjal customs official. He is here to collect the landing pad fee (100 credits), do a quick search of the ship, and find out why characters are on Pamorjal. Unless they act like they are hiding something, the official performs his duty and leaves. The characters are now free to leave their ship.

Beldon

Once the customs official has left, the characters are free to explore Beldon and begin their search for Thaum. The merchants welcome them, and everyone else, to their city and world with open arms.

Just outside of the spaceport is a large open-air marketplace. A variety of goods can be found here – clothing, ornate wooden carvings (not made of Garna), non-energy weapons, drink, jewelry, etc. Be creative. These merchants vie for the characters attention as much as the pandlers.

Let the characters wander around a bit.

Generic Pamorjan Citizen: Various Species Commoner 1; Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch, or 1d4, dagger), +0 ranged; SV Fort +0, Ref +0, Wil +0; SZ M; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Variety of personal belongings.

Skills: Craft (varies) or Profession (varies) +4, Knowledge +4.

Feats: Skill Emphasis (Craft, Knowledge, or Profession).

A number of vendors are selling small crystals. They claim these crystals are – look around to make sure no one is listening – from the famed Temples of Vormijj. Most of these are just fakes (Appraise check, DC varies from 10 (bad fakes) to 20 (good fakes)).

However, one is not. After the characters have wandered through the marketplace a while, an old Ithorian female dressed in tattered robes approaches the group. She walks up to one of the Force-sensitives (Sha'lia if she is present) and implores that they buy the crystal. The Force-sensitive character can immediately feel something different about the crystal. A successful See Force DC 10 check will reveal the crystal does have a small Force “presence.” This should help the characters decide the Temples definitely warrant checking out.

The characters will also pass by a merchant with a small collection of black, obsidian-like stone pieces for sale. It does not look like the merchant, an older human male, has had much luck selling any of these stones. He has stringy, unkempt hair and smells as if he has not bathed in a while. His skin is deeply tanned and his eyes are wild.

If the characters do not stop to look, he calls out “*Pretty lady*” and offers a stone to one of the female characters. Anyone who is Force-sensitive gets a “bad feeling” from these stones (See Force reveals a dark side aura). If scanned with a successful See Force check, the merchant detects as being Force sensitive, but that’s it.

If asked, the man will not say anything about where he got the stones until the characters purchase one (10 credits). He will only say that they are stones of power. Powerful spirits live in them. No amount of bargaining will change this. Obviously, the merchant is a little loopy.

Once paid, the man cackles with glee and presses one into the purchaser’s hand. If asked, he whispers to the character that the stones came from the heart of the badlands. Most others sell crystals from the temples (wink, wink), but he wanted a different angle. So he hiked out into the badlands and found plenty of these stones. They got shinier and shinier as he moved towards the center of the region. The spirits in them got stronger and stronger. These are the finest specimens he could find.

Now the characters have a couple leads to follow. They should look to rent an airspeeder, as starships are not

allowed to fly over any part of Pamorjal other than Beldon. The cost to rent is 50 credits per day. If times allows, roleplay the rental out a little and haggle the price.

If the characters feel they have to attempt to take their starship to the temples, have a half dozen or so planetary fighters show up to dissuade them.

Remember, Rat is not going to leave the ship if he is still with the characters. He wants to go to Celanon and will not budge until he gets there.

Try to make sure all the characters go. Do not force anyone to go if they really wish to stay behind, but the remaining character will have a very difficult time later if left by themselves.

Oh, be sure to find out what equipment the characters are taking with them and what is being left behind. It is important later.

EPISODE FOUR: The Badlands

The characters may decide to check out the badlands before going to the temples, or afterwards. Located in Pamorjal's southern hemisphere, the badlands are the only blight on the planet. They are very roughly ovoid in shape and cover about 64,000 square kilometers.

The badlands were formed as a result of the battle between the Jedi and Dark Jedi. Using the evil power of the Soulsaber, the Dark Jedi drew the life from the planet to aid in his fight against the Jedi.

Nothing has grown here since. No beast lives here. It is a land devoid of anything but dry, cracked soil. Tiny pieces of black stone, identical to the ones sold by the merchant in the marketplace, lay about everywhere. Small puddles of rancid, reeking water can be found, but not even the best purifier could make it consumable. No rain seems to fall on this land either.

The land has a definite dark side feel to it. Force sensitive characters feel very uneasy while here. Even non-Force sensitive characters experience some discomfort (such as the hair on their neck rising, or something similar). Shadows seem to be moving just at the periphery of the characters vision.

The feeling of darkness gets stronger and stronger as the characters approach the middle of the region. When the characters arrive at the "epicenter" of the battle, the Force-sensitive ones must make a Will save DC 15. If they fail, the character will be overcome with a tremendous feeling of despair and suffers a -4 penalty on all actions. Even talking is a struggle. They feel as if a thousand voices are crying out in torment in their head. Non-Force sensitive characters continue to just get a "bad feeling."

Sha'lia may attempt to use Farseeing to get a glimpse of what happened here. The check DC is 25 unless she is physically (skin) touching the ground, in which case it is 20.

If her check is successful, read the following:

The ghosts of the past step into your vision. A legion of beings struggle against a single man. He is dressed in battle-torn robes of blood red and black, and his face is a mask of rage. Rage. The feeling is overwhelming.

You cringe as he raises his weapon. It seems to be like a lightsaber. Its blade is much longer than the lightsabers of his foes. It shines malevolently, a deep violet hue with a core of blackness. Blood-red flecks flash up down its length. The pure evil emanating from the weapon is astounding. And frightening. So very frightening.

His opponents, mostly dressed in earth-toned robes, fight valiantly. They engage him and fight as one. Brilliant, bright energy blades attack and parry in an effort to keep the man off guard. They die as well as they fight.

One by one, the Jedi die. Despair begins to set in. As does fear. Some of the cohesiveness is lost in the overpowering emotions. The Jedi begin to crumble.

A feeling of calm washes over the Knights. Their enemy cries out in anger. The Masters have arrived. Twenty-four of them. Their strength in the Force is untouched by the Dark Jedi and his weapon.

They make their way through the battlefield and surround the man. A battle like no other begins. When it is over, half of the Masters lie dead on the ground. But the dark one has been defeated also. His body lies in the center of the departed Masters. The evil weapon of terror lifeless in the hand of its wielder.

The image shifts to some small time later. How long cannot be exactly determined, but is probably no more than a couple of days or so.

The Jedi hold a meeting of the survivors. Plans are made. One of the Masters looks at the Knights, pointing to the stars and then to the dark and evil weapon. Even though it is not activated, the dark side is easily felt emanating from the weapon.

The Knights plead with the Masters, who just shake their heads in disagreement and point at the stars once again.

The next morning, the Masters board their ship. The dark weapon floats along with them. No one dare touches the thing. The ramp closes and the ship rises out of sight.

The remaining Knights begin gathering the lightsabers of their fallen comrades. They dismantle the weapons, removing the precious crystals that focus the blades.

Three Jedi stand together, looking down at a sheaf of papers. One points and the others agree.

As the mighty funeral pyre burns behind them, the remaining Jedi set off into the jungle.

The vision fades away. Sha'lia is left lightheaded from the experience. If she discusses her vision with the others, they can discern that the temples roughly lie in the direction the last Jedi in the vision was pointing in.

If they have not already visited the temples, this vision should be good incentive to do so.

EPISODE FIVE: The Temples of Vormijj

You skim just above the trees of Pamorjal in your airspeeder. The trip to the Temples of Vormijj takes just over an hour. As you get closer, you can see the massive, grey-stoned edifices, three of them, rising above the jungle.

Several airspeeders rise into view and begin heading in your general direction. As they zip past, you can see the occupants talking with each other. All seem to be rather happy.

The jungle suddenly gives way to the cleared landing zone approved by the Pamorjal government. It is about half full – roughly five or six dozen speeders hover just above the ground. You find a vacant spot and settle in.

No one comes to greet the characters. They are on their own here. Members of many different species can be seen wandering around the grounds and temples.

The central temple appears to be over fifty meters in height, while the remaining two are just over thirty-five. Each temple is a steep, four-sided pyramid with steps leading to the top carved in each side. The temples are laid out in a triangular pattern with the largest at the “top” and the smaller two at each of the “bottom” corners.

As the characters get closer, the ones who are Force sensitive begin to feel more and more at peace. They are in an area strong in the Force, as a successful See Force check will reveal.

Allow them to wander for a few minutes. Help the players visualize the temples, the beings strolling around, etc. This seems to be a very peaceful place. No one is making very much noise. Those who are talking are doing so in whispers. No one is in a rush – they are just meandering from place to place.

The two small temples are identical. They are approximately 150 meters apart and 150 meters from the largest temple. The smooth stones are cut and

placed precisely. The gray blocks have darkened with age and have a fair amount of lichen, mold, mildew, etc. growing on them. The stairs are relatively free of growth and have been worn slick over the millennia. Each of the two temples has four stairways leading to the squared-off top, one per side. Visitors obviously use all the stairs.

No one seems to crowd the top, which is a covered platform about six meters square. In the center is a small cylindrical pedestal one meter high and one-fourth of a meter in diameter. Resting in the top of the pedestal is a crystal.

The crystal in the “left” temple has a soft, green-blue hue and the one in the “right” temple is a golden-red. Both are approximately 4 centimeters in diameter. Successful Appraisal checks DC 20 can place their value in the range of 10,000 + credits each. If See Force is used on the crystals, they have a fairly strong Force presence.

Upon inspection, there seem to be no obvious entrances into the two temples themselves. No inscriptions or drawings can be found on either temple.

The third temple is the largest. Rising a good fifteen meters above the other two, one can get a commanding view of the surrounding area from the dais platform at the top. The platform is covered like the smaller ones and is ten meters square. The pedestal in the center is identical to the ones in the smaller temples, except a little taller (1.25m or so). However, the crystal sparkles strongly with a silver-white light and has a very strong Force presence. It is also larger, measuring about six centimeters across. With a successful Appraise check (DC 20), the characters can approximate its value to be in the range of 25,000+ credits. Also, the character appraising notices that the crystal is cut in a way that reflects light intensely.

If one of the characters studies the pedestal and succeeds a Search check DC 20, they find a very well concealed panel that can be removed at the base. A small chamber inside is just large enough to fit a glow rod or lightsaber hilt. A hollow shaft runs up the length of the pedestal.

A successful DC 25 Profession: merchant check gives insight to Zhir that these may be Adegan crystals. Maybe. He has never heard of any as large as these.

Looking around the platform of the largest temple, the characters can find what appears to be a movable stone with a DC 30 Search check. The dirt and grime around all the other stone slabs appears to have been there for a very long time. While there is some dirt and so forth around this slab, it appears to have been moved fairly recently. There is a much more discernable crack around its edges.

There is also a fair amount of other beings on the platform, so removing it in front of them may cause a scene. They have two options:

1. use appropriate skills to get everyone else to leave (Diplomacy, Intimidation, Bluff) now so they can get down with business, or
2. wait until darkness falls and everyone else has pretty much left.

If they decide to go ahead and remove the stone, then someone must work to keep others from coming up onto the platform. This will require constant interception of other visitors and appropriate skill uses (Roleplay this out before rolling dice. Make the player act out what their character is doing.).

NOTE: the players may decide to wait until nightfall when most of the other visitors have left to begin attempting to remove the stone. That is fine. A significant number of the visitors leave prior to nightfall. Only a dozen or so remain after. They establish small campsites around their speeders. A few can be seen absently walking around the temple grounds contemplating.

The stone slab is approximately one square meter. The exact weight is unknown, as the thickness cannot be determined from above. It is wedged in tightly and takes a successful Strength check DC 20 to pry it out. (Two characters can “cooperate” per the *Star Wars Core Rulebook*, p. 69.) The stone is not heavy as much as it is wedged.

Once the stone is pried out, a vertical chute is revealed. It drops straight down into the temple. A ladder consisting of handholds and footholds can be seen carved into one wall of the chute and disappears into the darkness below. Should any of the characters look, they will notice that the hand/foot-holds do not seem to have been used for a long time. Small amounts of dirt are in them, but it is dry and old. Not new, fresh dirt like one would expect had someone used them to descend.

Just before the characters begin to descend, a storm begins. Thunder and rain if they are doing this during the daytime. Thunder, rain and lightning if at night.

The chute is completely dark. Characters with darkvision can see with no problem, but the chute continues down into darkness beyond their vision. In the daylight, a character with normal vision can see down about five meters, while one with low-light can see approximately ten meters.

Climbing down requires two successful Climb checks at DC 10. The chute is thirty meters deep. Characters with darkvision can tell the room opens up below the chute but until they get closer to the bottom, can make out nothing discernable.

The floor of the room lies twenty meters below the chute. From what the characters can tell, the room is gigantic. The arched ceiling varies from twenty meters in the center to fifteen at the edges. A dark stone has been used to cover the walls, floor and ceiling. The stone seems to be cut into one meter square. Positioned in the center of each stone tile on the floor and walls is a crystal sitting atop a slender rod of stone. The rods seem to vary in height. The smallest is about half a meter in height, and the tallest seems to be approximately one meter. Each crystal is approximately two-and-a-half centimeters in diameter. The colors of the stones vary: blue, green, golden yellow, clear, rose-red, etc.

Located in three stone tiles are holes approximately 0.25m in diameter. One is in the center of the floor. The other two are placed on the wall. They are spaced out around the room in no seeming order. The pedestals from the tops of the temples fit in the holes. Allow each character an Intelligence check DC 20 to put this together if the players do not think of it.

Each of the pedestals weighs about 45 kilograms. It takes a successful Strength check DC 20 to remove the pedestals from their respective temple. Of course, removing them and carrying them away without being noticed is another matter.

Once the characters have gotten the crystal pedestals from the temples and placed them in the holes, make an Astrogate check for Maric (Astrogate +8) and Goort (Astrogate +7). The DC for this check is 20. They can cooperate on this check. After studying the room and a successful skill check, it occurs to these characters that it is laid out roughly like a star chart. The large crystal from the top of this temple represents Coruscant. The other two are planets vital in locating the hiding place of the Soulsaber. The green-hue represents Pamorjal, while the red represents Ryloth. Another Astrogate check DC12 allows them to place the crystals correctly.

They now have a complete, but rather ancient, star map. To find the Soulsaber’s location, the characters place a lightsaber into the hollow of the large pedestal and activate it. The crystal is cut so as to “absorb” the lightsaber’s blade and reflect it as light through the top. Dozens of brilliant light beams then erupt from the crystal, striking the other crystals and reflecting off them. Placing a glow rod in the pedestal and switching it on creates something akin to a “disco-ball” effect on the ceiling.

And, yes, the characters do have to duck down to allow the beams to reflect throughout the room. Standing up will interrupt this process. (After all, it’s not the Ark they are opening up.)

After you ignite the lightsaber, dozens of silvery white beams shoot out from the large crystal. They strike the other crystals in the room and are reflected again.

The once-dark room is now brilliantly lit by beams of light of many different hues.

As you study the dizzying paths of light, they all converge on one. A crystal so clear and transparent in color, it would be missed were the beams not directly striking it.

This crystal marks the hiding place of the Soulsaber. Thaum is headed there to get the weapon, with the help of Caeleb.

A successful Astrogate check DC20 allows the characters to get an approximate location of the planet to feed into their nav computer. With its help, they are confident the planet can be found.

EPISODE SIX: The PFL Attack

Just after the characters have discovered the location of the Soulsaber and climb out of the temple, they are going to be ambushed by a group from the Pamorjal Freeman's League. Thaum made contact with this group upon his arrival on Pamorjal. Through subtle use of the Force, he convinced them the characters would soon land and they worked as "special-agents" for TaggeCo. The characters, according to Thaum, were coming to locate and scout the megacorp's first garna tree harvesting site. They may also see what value the temples had, in case the corp was interested in them.

Thaum suggested the PFL make an example of the characters to show TaggeCo and the other megacorps that Pamorjal would not sell itself to them. With the Force influencing his words, the PFL fell for the story. Thaum gave them descriptions of the characters and left the terrorists to their planning.

The PFL decided to attack the characters at the temples. With all the visitors, a fine example could be made. They followed the characters and began setting up their ambush.

While one group was attacking the characters at the temples, another group was to be dispatched to blow up their ship at the spaceport. Unless any player characters remain behind, this attack occurs off stage and will succeed. The terrorists hit the ship with several rockets. The ship gets destroyed and Rat dies. It all happens too quickly for Rat to warn the characters.

Should one or more of the characters stay behind in the ship, allow them a Computer Use check DC20 if they are scanning the area around the ship. If successful, they will pick up on several human-sized

beings surrounding the ship at a distance of about thirty meters. Then they will detect the rocket's launch. This is the only way they can detect the surprise attack.

If the character has the Force-Sensitive feat, they can make a Wisdom check DC20 to avoid being surprised. Success on this check gives the character a "very bad feeling." You can then allow them to make a Reflex save DC20 to escape the ship as it explodes. If the save is successful, the character takes 5d6 damage. Failure means death.

The characters disappearing into the temples threw off the PFL ambush. This they did not expect. So the PFL terrorists settled in to watch and wait. When the characters exit the main temple, the terrorists prepare to act. If characters look around once they have left the temple, allow an opposed Hide/Spot check. The terrorists get a +4 hide bonus due to the rain and their being crouched down. They wait until the characters are halfway down the temple stairs, which are slippery from the rain, before attacking.

A steady rain is falling when the characters leave the temple. The rain provides a 20% miss chance due to concealment for both sides. Also, if it is dark, increase the miss chance to 30% for those beings that have normal vision. Characters with lowlight or dark vision suffer only the 20% miss chance (only due to the rain) regardless of lighting conditions. The rain has made the stairs very slippery. A successful Dex check DC15 is required to move at full movement. If the check fails, the character slips and slides 4 meters down the stairs, taking 1d6 damage. Characters hit by blaster fire must also make this check.

The PFL attacks from the base of the temple. They crouch down as best as possible, giving them a +2 cover bonus to their defense. Their leader, Davit Berek, leads off the attack by launching a grenade at the characters. Then his men open up with blaster carbines. The PFL will not come up the stairs to the characters. They will remain at the bottom. They will begin to flee once half of their number has been lost. Davit will continue to fire grenades until all are gone, then he will switch to using his rifle.

Do not allow Davit to die from a shot. He can go down from a massive wound, but does not die. He has some valuable information for the characters, as well as potential aid. If the characters start to leave without talking to him, Davit will groan to alert them he is alive, barely.

Davit will be very defiant at first. He will only call them names (like "scum-sucking Tagger's") and swear they will never get any information out of him. With some well-done diplomacy (or bluffing, for that matter) and/or first aid, the characters can cause Davit to doubt what he was told and he will open up to them.

The characters can get the following info from Davit:

- **Why did you attack us?** *A man said you were here to further TaggeCo's plan of harvesting garna trees. We don't want that. The corps just need to leave us alone. We were gonna make examples of you.*
- **What did the man look like?** *A little short for a human. Dark hair. Spooky blue eyes. Seem to see right through you. Dark clothes. He had a little boy with him. He told us what ship you would be in and what you looked like.*
- **How long ago did he visit you?** *Two days ago.*
- **What did he say you should do?** *Kill the TaggeCo reps and blow up their ship. Make a good example all the corps would understand.*
- **What did happen after?** *He left and we never saw him again. We started watching for you to get here.*

Davit will tell the characters another team was dispatched to blow up their ship. If they try to raise the *Katarn* via the airspeeders comlink, they get no answer. "It is done," replies Davit.

Feeling guilty, he will tell the characters that the PFL has a ship of their own. It is a new model Corellian freighter and was donated by an anonymous supporter to the group's cause. Davit tells them where it is and the entry codes to get on board. It's the least he can do.

The characters can take their speeder back to Beldon and the spaceport, which is on heightened alert with the destruction of the character's ship. Security is everywhere. Create tense moments as the characters sneak through the spaceport, but keep it moving.

The PFL freighter is on the edge of the spaceport, tucked away in an abandoned hangar. It is a YT-2000. This model has fairly recently just begin coming off Corellian Engineering Corporation's production line. A very good freighter, the -2000 is not too shabby in combat either.

The codes Davit provided them with all work and the characters have no problem leaving Pamorjal in their new ship, the *Celestial Dancer*. The *Dancer* has a brand new, state-of-the-art computer system. The nav computer provides a +4 bonus to Astrogate checks.

The characters must make a DC23 Astrogate check to successfully calculate a course to the planet where the Soulsaber is located. The calculation takes 3 hours to perform. This can be reduced per astrogation rules on p. 172 and chart 11-4 p. 173 of the *Star Wars Core Rulebook*. Travel time will be two days, so the characters can rest and heal before arriving.

EPISODE SEVEN: Confrontation

The characters are now on their way to confront Thaum. The trip is uneventful and gives them a chance to rest and recuperate. They are also able to explore their new ship.

The *Celestial Dancer* is a new ship. She appears to have been delivered to the PFL just off the assembly line. The *Dancer* is definitely an improvement over the *Katarn*. She has a weapons loadout of two quad cannons in dorsal and ventral turrets. The hull and shields are tremendously stronger. She also has more powerful sublights and a faster hyperdrive. The computer system is significantly better, lending to better astrogation capabilities (+4 to checks) and better fire control (+6 bonus). The biggest drawback is a lower cargo capacity and slightly lower passenger capability.

The look is only remotely like the YT-1300. The patented CEC saucer-shaped main body is present, but the cockpit juts off the front of the ship instead of the side. Also, the cockpit is only built for two. The pilot sits directly behind the co-pilot, who performs much of the ancillary duties.

The ship does not have any cargo on board, as the PFL was planning on using her mainly as an attack vessel. However, there is a decent medical station that has a dozen medpacs. The galley is fully stocked. Other gear includes: eight all-temperature cloaks, one set of macrobinoculars, three field kits, six glow rods, six comlinks, and six breath masks.

Give the characters a chance to rest up, look around the ship, and inventory what's on board.

It may occur to Sha'Lia's player to use her Farseeing skill at this time to do several things:

- Checking on Caeleb is a DC20 check. *Success:* he is cold and nervous, but fine other than that.
- Trying to locate the Soulsaber and/or Caeleb is a DC20 check. First vision is a small, white planet. Then get a glimpse of a rift in the planet's surface. Then a large, white chamber that feels peaceful.

If Sha'Lia's player does not think of this, make at least the roll to locate the Soulsaber to help give the characters a starting point on finding Thaum and Caeleb. Sha'Lia has Farseeing at +4. If the roll is unsuccessful, you may want to fudge a little. Do not bog the players down trying to look for Thaum once they get to the planet.

Located in an Outer Rim system designated ZXK-100346, the planet is officially named ZXK-100346.6a by the Imperials. The sixth planet in the system, it is a

small, frigid world covered completely by ice (much like Hoth). Winds sweep across its relatively flat surface, dropping incredibly low temperatures even lower. The average temperature appears to be approximately -35C. Sensors show no life on the planet.

The characters can find the rift with very little problem if they have Sha'Lia's description. It is about ten meters wide and at least three hundred meters deep. The crevice is definitely too small for the characters to descend in their ship. They will have to climb down. The characters can land within thirty meters of the crevice without difficulty.

The cold of ZXK-100346.6a will instantly begin to harm anyone not wearing an all-temperature cloak.

The ship has no synthline or rope aboard. However, it does have a winch and towline mounted just inside the loading hatch of the cargo bay. The characters can easily lower all but one member down to the bottom of the crevice. The last character has to climb down. The towline is thick and easy to work with. The Climb check DC for someone being lowered down is 5. For the character having to climb down, the DC is 15.

Once they are at the bottom, the characters must find the entrance to the cavern built by the Jedi. A character with the Track feat and Survival skill can locate a set of barely discernable tracks with a successful Survival check at DC15. The ground here is mostly ice. Some snow has found its way down here, but not much.

With the surface here being formed of ice, a DC10 Dexterity check is required each round to keep from slipping and falling. This is not as important until the characters get inside the tunnel and arrive at the cavern. But have them roll a couple checks before getting there so the players are aware of how slippery the ground is.

When the characters find the entry tunnel, it is hardly noticeable, even when standing directly in front of it. The entrance has been cut at an angle instead of straight in so it is not obvious. The tunnel is four meters wide and three meters tall. The walls are fairly smooth and definitely not natural.

Once they get about ten meters into the tunnel, the characters notice a fusion lantern sitting on the ground. It is glowing fairly strong, so someone has placed it here within the last 24 hours. More lanterns can be seen along the tunnel, lighting it completely. There are a total of five lanterns in the tunnel. After they have traveled about sixty meters, the characters can see the tunnel opens into a much larger room. If they sneak up, they can see this natural cavern has had some unnatural work done to it.

The cavern measures roughly eighty meters in diameter. A large chasm fills the center of the room. This pit looks to be about fifty meters in diameter. In

the center of the pit is a round "plateau" ten meters in diameter. A small ice bridge connects the plateau and cavern from the side opposite where the characters enter (This bridge cannot be seen if standing at the cavern's entrance. One must move to either side to notice its presence.).

On the plateau are a dozen large, throne-like chairs carved of ice. A bundle of cloth lay in each one. The chairs are arranged in a circular pattern, facing inward towards each other. Floating in the center is a black and bronze cylindrical object. The Force is VERY strong here.

The Cavern of Light

Upon their arrival on this planet, the Jedi masters set about to build a place that would keep the Soulsaber secure from other agents of the dark side. Instead of just relying on the fact that the planet was unknown at the time, the masters constructed most of this cavern.

Knowing they would never leave this place, the masters dismantled their ship and used parts of it, along with the Force, to dig out the tunnel and cavern. They then constructed the chairs from which they would guard the Soulsaber for eternity.

As their last action, the Jedi masters combined their abilities and surrounded the Soulsaber with a barrier of light side Force. The barrier could never be penetrated by one who had been influenced by the dark side, no matter how small the stain.

And so their bodies disappeared, only their robes remained behind to show they had even existed.

That is one reason Thaum has taken Caeleb. He cannot retrieve the Soulsaber himself and needs the boy to get it for him.

When the characters enter the cavern, Caeleb is within steps of grasping the floating cylinder. Thaum can be seen behind him, just outside of the circle of chairs. Allow Thaum a Spot check to see the characters. If he sees them, he begins urging Caeleb to hurry up.

Roll initiative as soon as the first character says what their intentions are. Caeleb grabs the Soulsaber on his action in round 1. Thaum gets the Soulsaber on round 3. Once the Soulsaber is out of the circle of chairs, the Force-sensitive characters feel a strong dark side presence.

Until Caeleb gives him the Soulsaber, Thaum makes no attempt to leave. He will, however, talk with the characters. Asking them to turn around and leave. Telling them he also wishes to see the end of the Empire – and knows how to bring it about.

If the characters try to convince Caeleb not to give the Soulsaber to Thaum, the dark side adept grows angry and warns them not to interfere.

If attacked, Thaum will defend himself appropriately. If the characters hit him hard – he returns in kind.

Thaum's Tactics:

- First and foremost, Thaum wants to escape with the Soulsaber, and Caeleb if at all possible. If forced to decide between the two of them, Thaum will choose the Soulsaber. Caeleb will be used as a bargaining chip. The boy's life for Thaum's escape.
- Remember, Thaum has Force points. Use them. He gets +4d6 bonus dice (dark side) when spending a Force point. Also, he has "gone over" to the dark side. Thus, Thaum gets a +4 dark side bonus on skill checks when using a dark side power (i.e., Force Grip).
- Thaum has the Heroic Surge feat. At his level, Thaum is able to use this feat three times a day to get an extra partial action for one round.
- Burst of Speed provides a nice bonus for jumping or running.
- Thaum will use all that he has at his disposal to get past the characters and escape. He does not necessarily wish to kill them, but will do so if given no other choice.
- Possible methods to get past the characters: 1. use Move Object and levitate Caeleb over the chasm, threatening to drop him if the characters do not let him pass, 2. use Force Push and/or Move Object to knock characters out of his path. If they happen to fall into the chasm, so be it, 3. use Move Object to fly himself over the chasm to the cavern entrance and flee, 4. use Affect Mind on the soldier-types and command them to "protect me," 5. use Affect Mind to convince character(s) that he is not the person they are looking for, etc.
- Note that while Thaum may threaten to kill Caeleb, he truly has no wish to do so. The boy's death would serve no purpose and only make the characters – and Rebels – relentless in hunting him down.

Once Thaum has gotten away, the characters should have Caeleb. The boy should be unhurt and the characters can see he has not been mistreated.

On his way out, Thaum will drop one of the thermal detonators and collapse the tunnel. This is to delay the characters pursuit. By the time they dig their way out, Thaum has escaped.

The characters are free to take their time getting back to their ship and leaving the planet.

EPILOGUE

The characters return to the Rebel fleet and turn Caeleb over to a very embarrassed Kylbar. The Mon Calamari officer has four squads of veteran soldiers with him and guarantees that the boy will be safe this time. He thanks the characters for locating Caeleb and bringing him back safely. Caeleb also thanks the characters.

Kylbar and his troops then escort Caeleb away.

The End of *Soulsaber*

GM's Info Sheet I: *Soulsaber* NPC Appendix

Rat, Info Merchant: Male Human Scoundrel 2; IM +2 (Dex); Def 17 (Dex +2); Spd 10m; VP/WP 11/12; Atk +1 melee (1d4, knife), +3 ranged (3d4, hold-out blaster), +3 ranged (1d4, knife); SQ Illicit barter, Better lucky than good; SV Fort +1, Ref +5, Will +0; CC B; SZ M; Rep 1; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Equipment: street clothes, hold-out blaster, knife, 25 credits.

Skills: Appraise +3, Bluff +7, Diplomacy +6, Gather Information +12, Hide +6, Knowledge: *streetwise* – *Nar Shaddaa* +5, Knowledge: *cultures* – *Hutts* +5; Listen +4, Move Silently +5, Profession: *info merchant* +5, Read/write Basic, Read/write Huttese, Sense Motive +2, Speak Basic, Speak Huttese.

Feats: Skill Emphasis (gather information), Trustworthy, Weapon Proficiency Group (blaster pistols, simple weapons).

Verkoss, Brinojja's Enforcer: Male Trandoshan Soldier 5; IM +1 (Dex); Def 18 (Armor +6, Dex +2, Natural +1); Spd 8m; VP/WP 47/12; Atk +8 melee (2d4+3, vibrodagger), +6 ranged (3d6, blaster pistol), +7 ranged (3d8, blaster carbine); SQ Darkvision; SV Fort +5, Ref +2, Will +1; SZ M; Rep 1; Str 16, Dex 12, Con 12, Int 11, Wis 10, Cha 12.

Equipment: padded battle armor, blaster pistol, blaster carbine, vibrodagger.

Skills: Intimidate +12, Knowledge: *streetwise* – *Nar Shaddaa* +6, Profession: *Hutt enforcer* +7, Read/write Dosh, Repair +2, Speak Basic, Speak Dosh, Speak Huttese, Spot +2, Treat injury +3.

Feats: Armor Proficiency (light, medium, heavy), Point Blank Shot, Precise Shot, Skill Emphasis (intimidate), Weapon Focus (blaster carbine), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Brinojja's Thugs (10): Various Species Thug 2; IM +0; Def 10; Spd 10m; VP/WP -/15; Atk +3 melee (1d4+1, knife), +2 ranged (3d6, blaster pistol); SQ None; SV Fort +4, Ref +0, Will +0; SZ M; Rep 1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol, knife.

Skills: Intimidate +4.

Feats: Toughness.

Generic Pamorjan Citizen: Various Species Commoner 1; Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch, or 1d4, dagger), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Variety of personal belongings.

Skills: Craft (varies) or Profession (varies) +4, Knowledge +4.

Feats: Skill Emphasis (Craft, Knowledge, or Profession).

Davit Berek, PFL Assault Team Leader: Male Human Fringer 3/Thug 1; IM +6 (Dex); Def 16 (Dex +2); Spd 10m; VP/WP 23/15; Atk +3 melee (1d4, knife), +5 ranged (3d6, blaster pistol), +5 ranged (4d6/2d6, frag grenade); SQ Barter, Adaptive learning (bluff); SV Fort +6, Ref +4, Will +1; CC B; SZ M; Rep 1; Str 10, Dex 14, Con 12, Int 11, Wis 10, Cha 11.

Equipment: clothes, blaster pistol, blaster rifle with attached grenade launcher (range increment 35m), 3 frag grenades (loaded in launcher).

Skills: Bluff +6, Hide +4, Intimidate +3, Knowledge: *airspeeders* +4, Knowledge: *Pamorjal politics* +3, Listen +5, Pilot +5, Profession: *mechanic* +5, Read/write Basic, Repair +5, Search +4, Speak Basic, Speak Ithorian, Spot +5.

Feats: Alertness, Armor Proficiency (light), Gearhead, Improved Initiative, Toughness, Weapon Proficiency Group (blaster pistols, simple weapons).

PFL Assault Team (5): Male Human Thug 2; IM +0; Def 10; Spd 10m; VP/WP -/15; Atk +3 melee (1d4+1, knife), +3 ranged (3d6, blaster pistol), +3 ranged (3d8, blaster carbine); SQ None; SV Fort +4, Ref +0, Will +0; SZ M; Rep 1; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol, blaster carbine, knife.

Skills: Intimidate +4.

Feats: Toughness.

Caeleb, Child of Light: Male Human Commoner; Init +2 (Dex); Def 15 (+2 Dex); Spd 6m; VP/WP -/10; Atk +0 melee (1d2, punch), +2 ranged; SV Fort +0, Ref +2, Will +0; SZ S; CC A; FP Special (see special abilities); Rep 0; Str 10, Dex 14, Con 10, Int 11, Wis 11, Cha 11.

Equipment: Clothes.

Skills: Knowledge: *nature* +4.

Feats: Force Sensitive

Special Abilities: Caeleb has unlimited access to the Force. Due to this, he has an infinite number of Force points. However, Caeleb cannot use these points himself or learn Force skills and powers. If Caeleb is physically touching a Force-sensitive being, he may bestow a unique bonus to that being. Essentially, that being is awarded an immediate Force point for use. The Force point given by Caeleb must be used that round. If it is not, it disappears. Caeleb has never dealt with, or been touched by, the dark side. How this would affect his power is unknown.

GM's Information Sheet II: Pamorjal

Type: Terrestrial

Climate: Swamp, Jungle

Length of Day: 26 standard hours

Length of Year: 330 standard days

Pamorjal is located in an Expansion Rim system of the same name. It is the fourth planetoid from the system's single star, Garbat. Eight other planetoids, all uninhabited, orbit Garbat. The system lies of any significant trade routes. Until approximately twenty years ago, it had no significant contact with the galaxy. The only true city on the planet is Beldon, which serves as capital and only starport. All business tradings between the natives and outworlders is conducted in Beldon.

The population of Beldon officially numbers just over one-and-a-half million. Primarily human, many other species also reside here. A large enclave of Ithorians also lives on the planet, forming it's second largest group.

Pamorjal is covered by jungles. The temperature ranges from mildly uncomfortable (warm and humid) to exhausting (hot and humid). The hydrosphere consists of a number of lakes and swamps. Very little "open" water can be found on the planet, however. The swamps are home to Pamorjal's major export, the garna tree. A large patch of dead land, known as the "badlands," lies in Pamorjal's southern hemisphere approximately four-hundred kilometers to the southwest of Beldon. The origin of this area is unknown, but it is strong in the dark side of the Force. Nothing living resides or grows there. The Temples of Vormijj are 180 kilometers west of Beldon. Built around twenty millenia ago, these temples serve today as a tourist attraction. They promote inner peace and are visited by tens of thousands each year.

The garna tree is a dark hardwood that has begun gaining popularity in the Core Worlds. It is used in elegantly carved, ornate furniture. The result is truly spectacular. Garna wood furniture was first introduced in the Taipani Sector just over a dozen years ago. As it became more and more popular among the noble houses of that region, it began to attract the attention of wealthy residents from the Core Worlds.

It has since become the leading export of the planet and the chief source of income.

However, the conservative government of Pamorjal only allows a certain amount of garna wood to be harvested every year. Thus, demand heavily outweighs the supply. A number of megacorporations have opened offices on Pamorjal over the past decade in an attempt to secure their own harvesting rights. This has so far met with failure. They have been successful in "luring" several government officials to support their requests. While the anti-megacorp Pamorjans outnumber the pro-megacorp ones, the difference in number seems to decrease every year.

With the eminent threat of their beloved trees being ruthlessly and uncontrollably harvested, an underground terrorist movement has appeared on Pamorjal, the Pamorjal Freeman's League (or PFL). The goals of the PFL are to destroy enough of the megacorps assets that they are forced to leave. Their attacks have been increasing dramatically over the past couple years.

Officially, the planet of Pamorjal is ruled by an Imperial governor, Taj Vellion. He pretty much lets the planetary ruling council run Pamorjal. Taj only gets involved in public affairs whenever Imperial interests are at stake. The rest of the time, he and his forces remain on his private estate just outside of Beldon. Taj has come under increasing pressure from the megacorps lately to take action against the PFL. He is reluctant to do so, but may be forced to appease to "loyal" Imperial corporations.

GM's Information Sheet III: Thaum Rystra

(Male Human Scout 2nd/dark side Force Adept 10th)

STR 12/+1

DEX 14/+2

CON 13/+1

INT 12/+1

WIS 14/+2

CHA 18/+4

VP/WP: 74/12

Defense: 21 (23 with Lightsaber Defense)

Speed: 10m

Initiative: +2 (Dex)

Saves: Fort +8, Ref +9, Will +11

FP: 8 DSP: 14 Rep: 4

Class Abilities:

Scout: Trailblazing

Force Adept: Force weapon +1d4, Comprehend Speech, Force Talisman +2

Skills:

Astrogate +5; Bluff +6; Climb +4; Computer Use +3; Diplomacy +8; Hide +6; Jump +4; Listen +6; Move Silently +6; Pilot +6; Read/Write Basic; Repair +3; Search +3; Speak Basic; Speak Ryl; Spot +3

Force Skills:

Affect Mind +14, Battlemind +6, Empathy +8, Enhance Ability +6, Force Grip +6, Force Push +10, Force Stealth +10, Heal Self +10, Move Object +14, See Force +10

Feats:

Exotic Weapon Proficiency (*lightsaber*), Force Sensitive, Heroic Surge, Starship Operation (*space transport*), Trustworthy (+2 on all Diplomacy and Gather Information checks), Weapon Group Proficiency (*blaster pistols, blaster rifles, primitive weapons, simple weapons*)

Force Feats:

Alter, Burst of Speed, Control, Lightsaber Defense, Sense

Special: Thaum is a “dark side character” and is subject to the bonuses and penalties described on page 159 of the *Star Wars Core Rulebook*.

Weapons:

Base Attack Bonus +8/+3

BlasTech DL-44 heavy blaster pistol: +10/+5 ranged attack, 3d8 damage

Lightsaber (*amythest blade*): +9/+4 attack; Critical 19-20; 2d8+1 damage

Equipment: Sith masking amulet (adds +10 Force bonus to Force Stealth check to mask wearer as not being Force sensitive), dark green shipsuit, brown nerf-hide jacket, comlink, macrobinoculars, heavy blaster pistol, lightsaber, 2 thermal detonators.

Appearance: Thaum stands 1.7 meters and is approximately 68 kg. He has thick, wavy black hair and clear blue eyes. Thaum rarely wears the traditional robes and lightsaber of a Jedi in order to better blend in with the galaxy's population. He can often be found in a dark green jumpsuit and brown nerf-hide jacket and boots. He wears his trusty DL-44 heavy blaster in a low-slung holster on his right thigh.

When away from his master, Thaum almost always acts as a happy and cheerful person. He has a contagious smile and his eyes sparkle with life.

Capsule: The story of Thaum Rystra is a tragic one. Born on Alderaan to a diplomat and his wife, Thaum had an unusual childhood. His family moved from one diplomatic posting to another as his father was often reassigned to better jobs. As an only child, Thaum was very close to his parents, especially his mother.

During a brief stay on Coruscant, his parents were approached by one of the Emperor's advisors and told that Thaum was to begin special training for gifted youngsters. Thaum's parents broke into tears. They had heard rumors of what these schools were and what they did. They begged for Thaum to not be taken, but the advisor ignored their

pleas. Eight year-old Thaum left with the man and several stormtroopers that had been positioned out of his view. His last sight of his parents was over his shoulder walking down the hallway, his mother buried in his father's shoulder, sobbing uncontrollably.

Traitors to the New Order were identified to the students. Their last "lesson" was to eliminate these enemies of the galaxy. Beings opposed to peace. Late of night, Thaum walked into the domicile of two such traitors. He stood at the foot of their bed, unlit lightsaber in his hands. A push with the Force switched the glowpanel on. Thaum wanted these betrayers to see the face of justice as their sentence was pronounced. The look on his parents' face as his amethyst energy blade cut them down rocked him to his very core. Thaum realized what a monster he had become.

Thaum stole a ship and fled. Hoping to atone for his actions, he searched for someone who could connect him to the Rebel Alliance. After months of searching, he finally met such a being. Vowing to fight the evil that was the Empire, he joined the Alliance and was grouped with various other beings who held the same beliefs. One member of his group was also Force-sensitive like himself. He was a Twi'lek who had escaped from slavers. As they traveled together, Thaum grew more and more uneasy being around someone who had control over the Force.

Finally, Thaum could take it no more. He requested a transfer out of his unit and into the scouts. He felt the need to be alone. His request granted, Thaum moved into his new occupation with excitement. He would be providing valuable information for the Alliance, while not having to deal with reminders of his past on a daily basis.

On his third assignment, Thaum was charting an unpopulated system when a voice began to call to him. It was feminine and very exotic. She was beckoning him to come to her and learn the true power of the Force. Something stirred within Thaum and felt a hunger for the Force like he had never experienced before. He felt the path needed to reach her.

Thaum guided his vessel along the path the voice gave him. A path to an orbiting asteroid that would not otherwise have attracted his interest. In the center was an immense black edifice, a temple of obsidian stone. Thaum felt the cold emanating from the building. He landed his ship in a large bay and followed the voice to a room deep within the structure. Thaum was amazed at how dark and cool the place was, and the power radiating from it. The Force was everywhere. Thaum did not have to attempt to feel it. But he also felt something else. The dark side. Unable to turn back, Thaum continued.

Arriving at his destination, Thaum stood in the entryway of a room larger than any had seen before. Lying at its center, on bier of dark stone, was a beautiful woman, vaguely human. The dark side radiated strongly from her. Her voice spoke again in his mind. *"I know what you desire, Thaum Rystra, and I can give it to you. Become my servant and the power of the Force shall be yours."*

Thaum knew what was being offered. He reached out and embraced the dark side.

His first major goal was to secure a small human boy named Caeleb. This boy, referred to in a prophecy as the "Child of Light," possessed a remarkable link to the Force. While apparently unable to wield the Force himself, Caeleb could provide others direct and unending access. At the bidding of his master, Thaum set out to retrieve the child and return to her.

Thaum chose to allow his own apprentice, a Whippid bounty hunter named Tol Skaros, to actually capture the boy. Caeleb's parents were both trained somewhat in the use of the Force and Thaum believed it would be good for Tol develop his ability to battle Force users.

However, Thaum unexpectantly encountered a group of Rebel heroes also searching for the Child of Light. He stayed back and allowed events to unfold. What resulted was the death of his apprentice and Caeleb being taken away by the Rebels.

Thaum followed the Rebels and bided his time. When Caeleb was moved to a safeworld, Thaum snatched him away and set out to continue his mission. He needed the boy to recover and ancient weapon of the dark side, the Soulsaber.

That is where this adventure begins ...

GM's Information Sheet IV: The SOULSABER

HISTORY: The Soulsaber was created over ten millennia ago by a Dark Jedi bent on destroying the Jedi Knights. Thousands of sentient beings died under this blade, as did scores of Jedi and a number of masters. Finally, the Dark Jedi was cornered by two dozen Jedi Masters, on a remote and unpopulated world. The ensuing battle left half of the Masters dead and the other half severely wounded. The Dark Jedi and his Soulsaber were beaten, though at a great price. The surviving Jedi sent word to the Council on their victory and that they were going to take the Soulsaber into the depths of space beyond the grasp of the dark side and its minions.

APPEARANCE: The hilt of the soulsaber is forty-five centimeters long and made of a bronze-like metal formed into the shape of a dragon, wrapped around a rod of obsidian. When ignited, a one-and-a-half meter long energy blade erupts from the open jaws of the dragon's mouth. The blade is a deep violet, with blood-red flecks flashing up and down its length. A core of obsidian "light" runs up the center of the blade.

NOTES: The Soulsaber is not a weapon of the dark side as much as it is a manifestation of the dark side. It is an abomination to the light side and to all of life. The purpose of it is not only to destroy life, but also to subvert and twist Force sensitives to the dark side. The ritual used to create the dark weapon is unknown and died with it's creator.

The Soulsaber's presence can be felt by anyone standing within ten meters of it. Non-Force-sensitive beings feel very uneasy. Beings who are Force-sensitive with no dark side Points know a major source of dark side energy is nearby. They experience great discomfort (severe headache, nausea, etc.) and find it difficult to concentrate on tasks while close to the Soulsaber (character suffers a -5 Force penalty to all skill rolls, attack rolls and saves). Force sensitive beings with at least one dark side Point feel they are close to a nexus of dark side energy. This could very well lead to infighting amongst a group of dark-siders as they strive to be the sole possessor of the Soulsaber.

If any being touches the Soulsaber without having at least one dark side point, they are hit with a backlash of dark side energy (1d6 damage if non-Force sensitive, 2d6 damage if Force sensitive.). Beings with at least one dark side point suffer no damage.

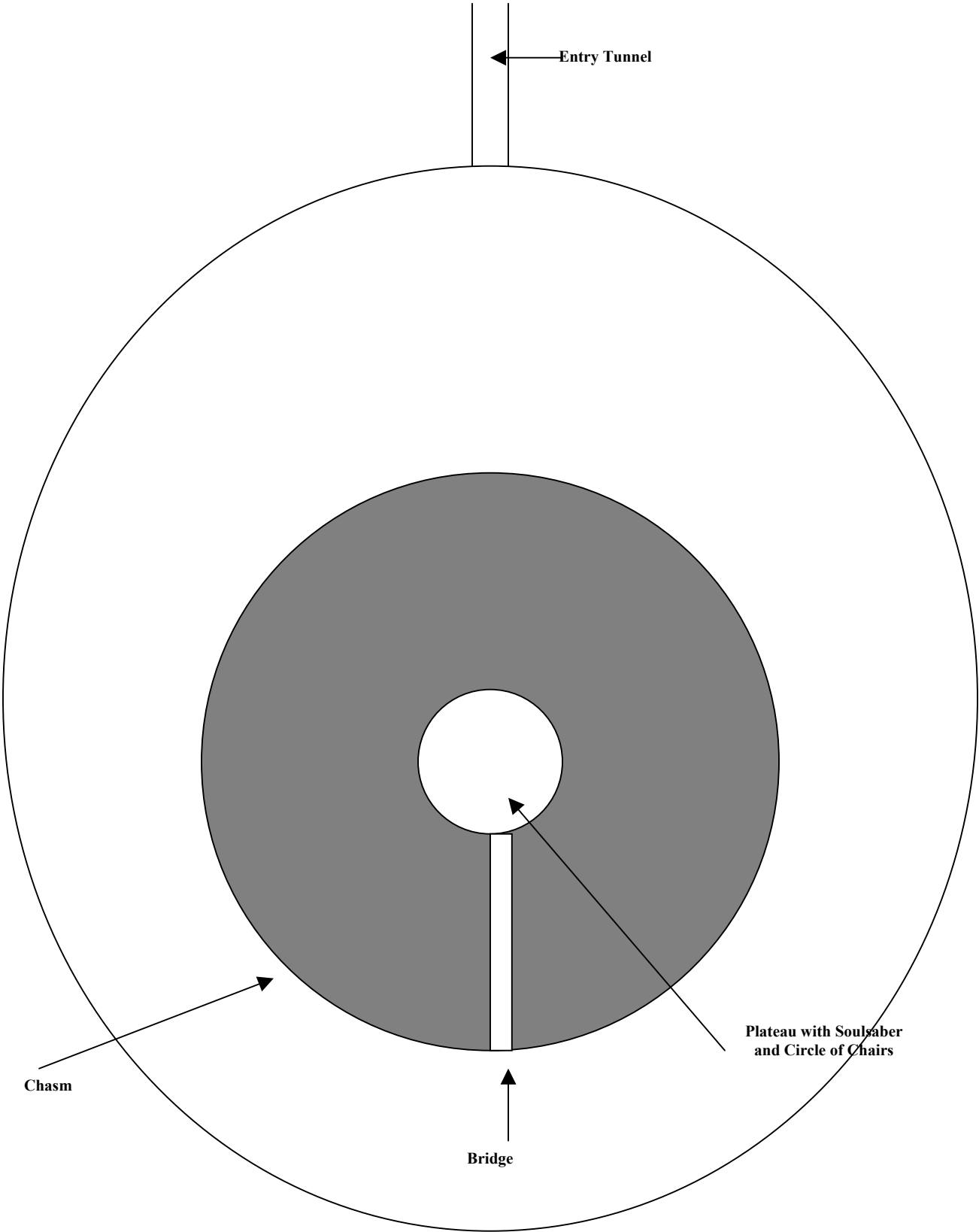
Igniting the weapon immediately gives the wielder a dark side Point. Potentially, just igniting the weapon is enough to send the character to the dark side. Emotions associated with the dark side flood through the wielder (anger, aggression, fear), and a dark whisper of great power fills their head.

The Soulsaber provides several benefits when used in combat. First, the wielder is granted the Force skill *battlemind* and does not have to use his own vitality points to activate the skill. Second, the wielder is allowed to make one extra attack each round. The character's highest attack bonus is used, but all attacks are at -2. Third, the wielder suffers no penalties when all vitality points are lost (ie, the character is not stunned) and only wound points remain. Also, the wielder may fight until he reaches -10 wound points. When the character reaches -10 wound points, he dies. Unfortunately for the wielder, the second benefit is also a curse: they never know how close to death they are.

When the wielder strikes an opponent in combat, a dark side point is given to the wielder and the Soulsaber immediately removes one Force point from the target and gives it to the wielder for immediate use (if not used, the Force point disappears at the end of the round). If the target has no Force points, then one ability point at random is taken away and a +2 Force bonus to attack rolls is bestowed for that round. This bonus lasts for only one round and stacks with other Force attack modifiers (*Battlemind*, *Enhance Ability*). When struck by the Soulsaber, a being feels a stab of unbelievable and agonizing cold. The Soulsaber will send a flood of emotions into the victim. If the victim is Force sensitive, they must make a DC 15 Will save to resist gaining a dark side point (not giving into the emotions). Non-Force-sensitives must make a DC 18 Will save. This is how the Soulsaber seeks to corrupt beings and further the dark side.

The Soulsaber uses the exotic weapon proficiency: *lightsaber* feat and has a base damage of 2d8. This damage increases for Jedi per the Lightsaber Damage column of the Jedi Consular and Jedi Guardian classes (Table 3-8 and 3-9, *Star Wars Core Rulebook*).

GM Information Sheet V: The Cavern of Light



Player Handout #1

What Has Happened Before

This is for those players who have not played *Child of Light*. It relates the important details of that scenario.

In *Child of Light*, the Rebel heroes were assigned by Rebel Command to investigate the rumor of a child who possessed an unusual ability with the Force. Traveling to the very remote world of Dalicron-4, the characters landed outside of the planets only organized town. Their “spaceport” was nothing more than a packed field, with three other ships already present when the characters arrived.

In town, the characters met a scout/fast courier named Thaum Rystra, and a-down-on-his-luck Squib named Veeter. Thaum claimed to have been jumped by some pirates who thought he had a load of spice aboard his ship. Dalicron-4 was the closest civilized world, so he landed here to repair his ship. Veeter, in a bout of Squib deal-making, believed that he traded for his ship, a Sienar Fleet Systems Lone Scout. The ship actually belonged to the Imperial scout corps. When he left the station in his ship, the Imperials shot at and severely damaged his ship. Veeter punched some number into his nav computer and wound up on Dalicron-4. With a ship that can’t fly anymore. They never saw anyone from the third ship, which, by all visible inspection, was in working condition.

The characters then helped rescue the son of a local farmer who wandered out into a terrible storm, looking to make sure his pet nerf calf. Finding the boy just before a couple of ferocious local predators snacked on him, they returned to the town and delivered the boy to the local doctor, an Ithorian.

The characters were then approached by a young human female. Expecting one of them to be Luke Skywalker, she became nervous when the characters told her none of them were. But they were sent in his place. The teenager, Jhara, took the characters to her grandfather’s farm to talk with the old man. It was he who contacted the Rebels about the young boy. Arriving at the farm, the group found the old man, a failed Jedi, had been attacked by a savage creature and his hounds. It had demanded to know the boy’s location and beat the old man until he surrendered the information.

Going to the boy’s home, the group arrived just as the creature, a Whippid assassin named Tol Skaros, killed the boy’s father and his cyborg battle dogs killed the mother. The battle between the power-armor clad killer and the characters was vicious. But in the end, the characters prevailed and dispatched the agent of evil. Finding the boy, Caeleb, the characters left the farm after burying his parents.

The characters never knew they were under Thaum’s watchful gaze the whole time. The dark side adept watched as they killed his apprentice and stole his prize. But ever the patient and cautious man, Thaum let them escape with the boy. Another time.

The characters returned with Caeleb – the Child of Light – and Jhara. Boarding their ship, the Rebels sped for open space. Moments after leaving Dalicron-4’s atmosphere, they detected a ship coming out of hyperspace – an Imperial frigate. The warship demanded they power down and launched a squadron of TIE’s.

A familiar voice broke in over the comm system. Thaum announced himself as a lieutenant in the Rebel Alliance and that there would be no surrender. He told the characters to run for it while he and his boys, a group of four X-Wings, covered them. Unknown to the characters, the “X-Wings” were elaborate sensor decoys Thaum launched from his ship. He remained in the system long enough to see the characters escape before entering the safety of hyperspace himself.

The characters launched into hyperspace and away from Dalicron-4. They delivered Caeleb to Kylbar, a Mon Calamari aide to Admiral Ackbar.

Player Handout #2

Lazy Katarn: Craft: Modified CEC YT-1300 Transport; **Class:** Transport; **Size:** Small (26.7 meters long); **Crew:** 1 to 2; **Passengers:** 6; **Cargo Capacity:** 100 metric tons; **Consumables:** 2 months; **Hyperdrive Multiplier:** x1.5; **Hyperdrive Backup:** x12; **Maximum Speed:** Attack; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; DR: 10.

Weapon: Double Laser Cannon; Fire Arc: Turret (top); Attack Bonus: +5 (+1 size, +4 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Player Handout #3

Celestial Dancer: Craft: Modified CEC YT-2000 Transport; **Class:** Transport; **Size:** Small (29 meters long); **Crew:** 2; **Passengers:** 5; **Cargo Capacity:** 75 metric tons; **Consumables:** 2 months; **Hyperdrive Multiplier:** x1; **Hyperdrive Backup:** x10; **Maximum Speed:** Ramming; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 100; **Hull Points:** 200; DR: 10.

Weapon: Quad Laser Cannons (2); Fire Arc: Turret ; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Garek Tolas – Ex-Imperial Commando

(male Human Soldier 4th/Scout 2nd)

STR 16/+3
DEX 14/+2
CON 15/+2
INT 12/+1
WIS 14/+2
CHA 8/-1

VP/WP: 50/15
Def: 17
Spd: 10m
Initiative: +2
Saves: Fort +8, Ref +5, Will +5
FP: 3 **Rep:** 2

Class Abilities:

Scout: Trailblazing

Skills:

Computer Use +4; Demolitions +4; Hide +7; Intimidate +4; Knowledge: *military commmando tactics* +5; Move silently +8; Pilot +5; Profession: *commando* +7; Read/Write Basic; Repair +4; Speak Basic; Speak Calamari; Spot +6; Survival +6; Treat Injury +6.

Feats:

Armor Proficiency (*light, medium, heavy*); Far Shot; Martial Arts; Point Blank Shot; Power Attack; Precise Shot; Track; Weapon Focus (*blaster carbine*); Weapon Group Proficiencies (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Weapons: Base Attack Bonus +5

Blaster Pistol: +7 ranged attack (+8 if target is within 10m); 3d6 damage; Range Increment 15m

Blaster Carbine: +8 ranged attack (+9 if target is within 10m); Critical 19-20; 3d8 damage; Range Increment 30m

Vibro dagger: +8 melee attack; 2d4+3 damage

Knife: +8 melee attack/+7 ranged attack (+8 if target is within 10m); 1d4+3 damage; Range Increment 2m

Frag Grenades: +7 ranged attack; 4d6/2d6 damage; Range Increment 4m

Equipment: Blaster carbine; blaster pistol; vibro dagger; knife; 2 fragmentation grenades; 1 smoke grenade; 2 medpacs; macrobinoculars; mini-glowrod (10m long beam by 0.5m wide and high) attached to barrel of blaster carbine; spec ops uniform; 500 credits.

Appearance:

Garek stands at 1.9 meters tall, weighs about 82 kilograms and is in his late twenties. He has brown hair worn in a short, military style cut and piercing green eyes. Garek often wears an earth-tone hued camouflage uniform, but changes that according to mission environment.

History: You once served with distinction in the Imperial Special Forces. Eliminating any threat to the Empire and her citizens was your job and you did it well. Then, the jobs got to be nothing but mass murder of innocents.

You had enlisted to fight against other soldiers and warriors, not helpless civilians. The policies continued to get worse.

So one day, you put your training to work and walked away. Much the same way Crix Madine had left Imperial service. Only you had no high-ranking friends in the Rebel Command to vouch for you. All the respect you have now was earned the hard way.

SpecForce command has requested you join their ranks. You would be a welcome addition to their brotherhood. It's tempting, and maybe you will. The thought of paying the Empire back using the methods they taught you brings a smile to your face. Yes, that would be very nice.

Your exploits since being thrown in with the other members of this group have shown you the Rebellion is in definite need of tactical leadership. Thank the Maker that Madine is present at higher levels to keep that bunch in line. Still, this group isn't so bad. You just wish they would accept your leadership.

The mission four months ago to find Caeleb, the Child of Light, brought you all closer together as a team. First, you had to rescue that farmer's kid in the storm of all storms. Then having to save Caeleb from a homicidal Whippid

assassin. Then the Impies showed up in one of their frigates, but Thaum covered your escape. Now, you're hunting him down for kidnapping Caeleb from the Rebels.

Goort: The Trandoshan pilot for your group. Hey, he ain't Luke Skywalker, but he has definitely developed some skill. Protector of Sha'lia and a sight to behold in melee.

Maric Tovar: A shy, quiet man who can work wonders with anything electronic. You wish he had more skill as a pilot.

Sha'lia: A Twi'lek and former slave dancer, she doesn't talk about her past too much. Goort helped her escape and she seems as protective of him as he is of her. She talks a lot about the Force and everyone's place in it.

Zhir Tolavor: A real psycho who has it in for the Empire. He is does not care what happens to himself.

Mina Dohri: A former senator who is headstrong and thinks that she is always in charge. You often butt heads with each other over which course of action to take.

Goort - Pilot

(male Trandoshan Soldier 6th)

STR	17/+3	VP/WP:	58/17
DEX	11	Def:	17
CON	17/+3	Spd:	8m
INT	10	Initiative:	+0
WIS	12/+1	Saves:	Fort +8, Ref +2, Will +3
CHA	10	FP:	4
		Rep:	2

Species Traits:

+1 natural armor bonus to Defense; Darkvision (20m); Automatic Language: Dosh, Basic

Skills:

Astrogate +7; Computer Use +3; Intimidate +8; Pilot +12; Profession: *enforcer* +6; Read/Write Dosh; Speak Basic; Speak Dosh; Spot +3

Feats:

Armor Proficiency (*light, medium, heavy*); Cleave; Martial Arts; Power Attack; Skill Emphasis (*pilot*); Starship Operation (*transports*); Weapon Focus (*vibro-axe*); Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*)

Weapons:

Base Attack Bonus +6/+1

Vibro-Ax: +10/+5 melee attack; 2d10+4 damage

Equipment: Vibro-ax, very stained Rebel uniform, armored flight suit, medpac, 500 credits.

Appearance:

Goort is 2 meters tall and weighs just over 100 kilograms. Like all Trandoshans, he has a thick, brown scaly hide. His eyes are red with black pupils, un-nerving and intimidating when combined with a mouth full of sharp teeth. Goort is so proud of the Rebel uniform he has been given he refuses to remove it.

History: Life was very hard for you. Taken from your family when you were very small, you were raised by Rodians and trained to hunt sentient beings. You preferred to fly starships, and resisted their training. The only thing you enjoyed during this period was flying with your Rodian owner from place to place. He would never let you learn to fly the ship, and would have his other guards beat you up to cure you of such nonsense.

One day, you sneaked onto his ship and into the cockpit. You were looking over the controls when you heard a sound behind you. Expecting more beating, you instead saw the Rodian's Twi-lek dancer.

The dancer, Sha'lia, said she was trying to escape from her slavery. She asked if you could fly the ship and get the both of you away. Seeing your chance, you agreed and started working the controls. Somehow, you hit the right ones and soon the ship was heading into space.

You went together to a place where an unusual man lived. He taught Sha'lia some things you don't understand, and taught you about how your captured ship worked.

Your idyllic existence was shattered when Imperial stormtroopers came to kill the man. He gave his life so that you could escape, and asked you to stay with Sha'lia and protect her. You have done so ever since.

The Rebel Alliance became your new home. You tried the starfighter pilot exam ... and failed. But that didn't stop your training. Also, you became attached to Sha'Lia, deciding to be her protector, just as the old man wanted.

You and Sha'Lia were thrown together with another group several months ago. Sha'Lia said a child needed help and some important people in the Rebellion wanted the two of you to help. She agreed, so you agreed. You travelled to a backwater planet to look for him. A boy Sha'Lia called the Child of Light. Whatever that meant. Sha'Lia said it was important to find the boy before the Empire did. And they let you fly the ship!

You saved some other boy first, but got to sink your axe into some really nasty predators while doing so. It was worth it! Then when you found the Child of Light, Caeleb, his home was being attacked by a Whippid in power armor and some cyborg battle dogs. The boy's parents fell before your group could save them, but you and that

irritating Garek took down the assassin, whose name you later learned was Tol Skaros. You took Caeleb and some human girl and left the planet. Flying as best you could, you escaped some Imperials that showed up, with Thaum's help, and turned the Child of Light over to the Rebels.

Garek Tolas: An irritating human, Garek likes to boss people around. As long as he doesn't do that to you, you don't mind. It would remind you too much of your past.

Maric Tovar: He's kind of a mousy man; he generally is hardly noticeable. He is good at repairing the equipment, especially droids.

Mina Dhor: Another irritating human and very loud. She is kind of bossy, too. You like to keep a wide distance between you, as she seems to really like Wookiees. That is what you got from her comments, anyway.

Sha'lia: The Twi'lek that brought you to your new life. You can never be sufficiently grateful to her. You have told the old man that you would protect her, and you do. You also fly her where she wants to go. She is very nice to you; the two of you have been through a lot together.

Zhir Tolavor: A Gran, you find his three eyes vaguely disturbing. He comes from the rough side of life, and probably would have associated with your former master. You are cautious about him.

Maric Tovar – Tongue-Tied Engineer

(male Human Fringer 6th)

STR 12/+1
DEX 13/+1
CON 12/+1
INT 18/+4
WIS 15/+2
CHA 9/-1

VP/WP: 39/12
Def: 16
Spd: 10m
Initiative: +2
Saves: Fort +6, Ref +4, Will +4
FP: 4 **Rep:** 2

Class Abilities:

Fringer: Barter; Adaptive Learning (*Computer Use*); Jury-Rig +2; Survival +2; Adaptive Learning (*Repair*)

Skills:

Appraisal +6; Astrogate +8; Computer Use +18; Knowledge: *computer systems* +11; Knowledge: *droids* +11; Knowledge: *gambling* +11; Knowledge: *streetwise* +11; Pilot +6; Profession: *computer programmer* +11; Profession: *droid programmer* +10; Read/Write Basic; Repair +10; Search +11; Speak Basic; Speak Calamari; Speak Huttese; Speak Rodian; Speak Sullustan; Spot +10; Survival +4

Feats:

Alertness; Dodge; Force Sensitive; Gearhead; Skill Emphasis (*computer use*); Weapon Group Proficiency (*blaster pistols, simple weapons*)

Weapons:

Base Attack Bonus +4

Hold-out blaster: +5 ranged attack; 3d4 damage; Range Increment 4m

Blaster Pistol: +6 ranged attack; 3d6 damage; Range Increment 10m

Equipment: Jumpsuit, pocket computer, tool kit, hold-out blaster, blaster pistol, 650 credits

Appearance:

Maric is 1.7 meters tall and weighs 65 kilograms. He appears to be in his late teens. He has tussled brown hair and clear brown eyes. His oil-stained jumpsuit is wrinkled and worn.

History: Exactly how you got tied up with the Rebellion escapes you. All you remember is helping a pretty woman with a droid problem and the next moment running down alleyways with her to escape stormtroopers.

Since then, you have been with the Rebels. Fixing whatever droid or computer needs fixing, and doing a little slicing on the side. The latter skill seems to have gotten more use lately, though.

Before joining the Alliance, you had never much thought about the galactic conflict. As long as customers walked in you shop and spent credits, it didn't matter what their species or political stance was.

Since then, things have started to matter. The oppressive and evil nature of the New Order has come into light. Their persecution and enslavement of entire worlds has horrified you.

You are still shy around anything other than droids or computers. But the Rebellion needs you and your skills, and you aren't going to let them down.

Why you got teamed up with this bunch is unknown to you. Maybe they just needed someone who could fix the ship if the Trandoshan pilot (using that term loosely) broke it. You were sent on an important mission with the others several months ago to rescue a small boy the supposedly had great power in the Force.

When you got this very remote planet, you found several other ships already there. Two of the three appeared to have sustained damage of some sort, one bad enough you didn't know if it would ever fly again. You later met the owner's of the two damaged ships. A smuggl ... er, scout ... named Thaum Rystra owned the less damaged one. He said he had been jumped by pirates and made an emergency landing here.

Later, he and a local asked for your team's help in located the local man's son, who had gotten lost in a terrible storm. Your talents shown here. Even though the lightning was messing up the ship's computer systems, you managed to clean up the sensors enough to locate the boy. The others rescued him. A good night's work! And your ability with the sensors seem to impress Mina and Sha'Lia!

The group did find the boy, whose name was Caeleb. But not before a Whippid assassin named Tol Skaros killed his parents. Garek and Goort fought him, while you looked for the boy. The others took care of a bunch of cybernetic Nek battle dogs that were Tol's. Finding Caeleb, who Sha'Lia explained was the Child of Light, you left the planet.

An Imperial Nebulon frigate showed up, but Thaum appeared with some help and covered your escape. You returned to the fleet and handed Caeleb over to Rebel Command.

Garek Tolas: A commando that used to work for the Imperials. You're not exactly sure how well he can be trusted, but he seems okay so far. He is in constant conflict with Mina over who commands your group.

Goort: The big Trandoshan is getting to be a better pilot. He is fierce and easily intimidates you. He is also Sha'Lia's bodyguard.

Mina Dhor: Headstrong and beautiful, she is better suited at making decisions than Garek, in your opinion.

Sha'lia: An escaped slave, Sha'lia has begun to learn the ways of the Force. She tells you that you are strong in the Force and could learn to use it also. Oh, to have a teacher as beautiful as her.

Zhir Tolavor: The Gran is on the run from the Empire. You have heard they killed his family. He is a little nuts and always taking unnecessary chances.

Mina Dhorì – Young Senatorial

(female Human Noble 6th)

STR 14/+2
DEX 14/+2
CON 14/+2
INT 14/+2
WIS 13/+1
CHA 17/+3

VP/WP: 38/14
Def: 17
Spd: 10m
Initiative: +2
Saves: Fort +4, Ref +5, Will +6
FP: 4 **Rep:** 6

Class Abilities:

Noble: Bonus Class Skill (*move silently*); Call in a Favor (2); Inspire Confidence +2; Command +2

Skills:

Appraise +5; Bluff +7; Computer Use +4; Diplomacy +12; Knowledge: *alien species* +9; Knowledge: *bureaucracy* +9; Knowledge: *cultures* +9; Move Silently +10; Profession: *diplomat* +10; Read/Write Basic; Read/Write Ithorese; Read/Write Shyriiwook; Sense Motive +13; Speak Basic; Speak Bothan; Speak Huttese; Speak Ithorese; Speak Ryl; Speak Shyriiwook; Speak Sullustan; Treat Injury +6

Feats:

Dodge; Force Sensitive; Skill Emphasis (*sense motive*); Weapon Group Proficiency (*blaster pistols, simple weapons*)

Weapons: *Base Attack Bonus* +4

Hold-out blaster: +6 ranged attack; 3d4 damage; Range Increment 4m

Blaster Pistol: +6 ranged attack; 3d6 damage; Range Increment 10m

Knife: +6 melee attack/+6 ranged attack; 1d4+2 damage; Range Increment 2m

Equipment: Stylish – yet functional - clothing, hold-out blaster, blaster pistol, knife, 800 credits

Appearance:

Mina is in her mid-twenties. She stands at 1.5 meters and weighs 51 kilograms. Mina has straight auburn hair (often worn in a single braid) that falls to mid-back and ice-blue eyes. She wears clothing that denotes her to be someone of importance, but is functional for field work.

History: Korvair, the small mid-rim planet on which you were raised, was taken by the Empire due to its agricultural production. Agri-farms cover the planet, and the New Order needs lots of food to keep its war machine going.

The occupation was civilized at first, but turned harsh when Palpatine dissolved the Senate and took sole power of the galactic government. Freedoms were restricted and many arrests made. Most of your family was taken to a “loyalty camp.” You would have been taken there also had you not been on a return trip from Coruscant at the time.

Upon landing, you evaded Imperial troops and slipped onto a cargo ship bound for the Outer Rim.

Following up on rumors you had heard within the Senate, you eventually found a contact for the Rebel Alliance. Knowing they were the only hope of ridding the galaxy of Palpatine and freeing your planet, you signed on for the duration.

You have discovered that you enjoy working with the variety of beings that make up the Rebel Alliance.

Your confidence in leadership and decision making have grown since joining the Rebellion. Taking action has proven much more effective than the endless debating that seemed to be the standard day in the Senate.

Then came the big chance. Rebel Command – Luke Skywalker himself – asked for you and the others of your team to save a little boy who was reputed to have strong powers in the Force. He referred to the boy as the Child of Light. It sounded so important!

Landing on some backside of a backwater world, the natives proved to be rather unfriendly until your team had to save one of the town’s children during a bad storm. You also met Thaum Rystra, a self-proclaimed “courier” with a Corellian’s grin. He said he was here making repairs suffered when his ship was attacked by pirates. Yeah, heard

that one before. Anyway, just as relations started to thaw some, a girl popped out of the woods and dragged you to her grandfather's farm. The old man had been attacked badly. He said some terrible evil had come for Caeleb – the Child of Light – and you had to save him.

You and your companions arrived just as a big, furry Whippid killing machine murdered the boy's father and his cyborg dogs the mother. You, Sha'Lia, and Garek took on the dogs while Goort and Garek fought Tol Skaros, the Whippid. Maric went and found the boy.

You took Caeleb and the girl, Jhara, and left the planet. Thaum showed up with some X-Wing friends and covered your escape. Arriving back at the fleet, you turned Caeleb and Jhara over to an aide of Admiral Ackbar.

Garek Tolas: An insufferable man. He thinks just because he was actually in the military, he can tell everyone what to do. Oh, if he would just learn his place and concede that you are the group's leader.

Goort: You don't know why Sha'lia puts up with this brute. She certainly could find a better bodyguard. Thank goodness he doesn't crash as much as he used to.

Maric Tovar: A shy man who is amazing with computers and droids. You try to draw him out into conversations.

Sha'lia: A former slave dancer with moves to envy. She is learning the ways of the Force and hopes you will too.

Zhir Tolavor: He makes you nervous. The usual peaceful nature of his kind is nowhere to be found in him. A star waiting to go nova.

Zhir Tolavor - Outlaw

(male Gran Scoundrel 5th/Soldier 1st)

STR 15/+2
DEX 17/+3
CON 15/+2
INT 14/+2
WIS 12/+1
CHA 12/+1

VP/WP: 42/15
Def: 19
Spd: 10m
Initiative: +3
Saves: Fort +5, Ref +6, Will +2
FP: 4 **DSP:** 1 **Rep:** 2

Species Traits:

Darkvision (20m); +2 Spot bonus

Class Abilities:

Scoundrel: Illicit Barter, Better Lucky than Good; Skill Emphasis (*bluff*); Sneak Attack +2d6

Skills:

Appraisal +5; Bluff +13; Climb +4; Demolitions +5; Escape Artist +8; Hide +10; Intimidate +8; Jump +6; Knowledge: *streetwise* +7; Move Silently +10; Profession: *merchant* +8; Profession: *outlaw* +10; Read/Write Gran; Speak Basic; Speak Gran; Speak Huttese; Spot +10; Tumble +9

Feats:

Ambidexterity; Armor Proficiency (*light*); Point Blank Shot; Two-Weapon Fighting; Weapon Group Proficiency (*blaster pistols, blaster rifles, vevay weapons, simple weapons, vibro weapons*)

Weapons: *Base Attack Bonus* +4

Heavy blaster pistols (2): +7 ranged attack (+3 if one used in each hand); 3d8 damage; Range Increment 8m

Frag Grenades: +7 ranged attack; 4d6/2d6 damage; Range Increment 4m

Equipment: Two heavy blaster pistols, two fragmentation grenades, clothes, 700 credits

Appearance:

Zhir is 1.7 meters tall and weighs 75 kilograms. His face is somewhat bovine in appearance, except he has three opal colored eyes (on short stalks). Zhir wears a heavy blaster pistol on each thigh. His age is hard to determine, but he has seen a hard life. Wrinkles and scars cover his face and hands.

History: You left your homeworld of Kinyen to trade with other species. After traveling to several planets, you and your lifemate decided to settle on Alderaan. Life was very good for both of you there. The Alderaanians believed in peace as much as your people did. You even started a family, much to your lifemate's joy.

You had to travel to Chandrila to finalize a deal on some rare wine. While away, the Empire destroyed Alderaan with its new Death Star. As you watched to pirate feed by the Rebellion of the remains of the planet, the pain and anguish of your lost family hit you.

You walked away from your business and sold everything you had brought with you. Purchasing weapons to fight the Empire, you swore an oath to remove the horror of the New Order and its leadership from the galaxy.

Finding a way into the Rebel Alliance, you requested the most dangerous missions. You has had a few successful missions and honed skills that make you a deadly menace to any Imperial who steps in your path.

With your family gone, the connection to your people is gone and that has made you a little mad. You no longer care whether or not you live, only how much you can hurt the Empire before your time comes.

A few months ago, the Luke Skywalker told you that a boy was in danger and the empire could get involved. You accepted the mission hoping to kill some Imperials. As fate had it, no Impies were to be found until the end. And then there were, well, too many.

You had to save some little boy who had some sort of Force power. Well, you did. But a bunch of cybernetically enhance battle dogs and a Whippid assassin named Tol Skaros stood in your way. The females took

off after the dogs, while the commando and Trandoshan took the Whippid. Maric avoided all the fighting by going to look for the boy. So you helped against the dogs. Your blasters shot true that day. If it had only been Imperials.

So your team left the planet, but an Imperial warship showed up and threw a bunch of TIE's at you. The smuggler Thaum Rystra, who you met just after landing, showed up along with some X-Wings to cover your escape. But that didn't keep you from taking a few shots at the Imp fighters before entering hyperspace. You left the boy and some girl with a Mon Calamari officer.

Garek Tolas: A former Imperial. You always keep one eye on him because he may be a spy.

Maric Tovar: A quiet human who likes to play with computers and droids. The Imperials use droids to kill.

Mina Dhor: A loud human that likes to boss everyone around. She seems to prefer talk over action. Maybe she can talk the Empire to death.

Goort: A Trandoshan who hates anything having to do with slavery as much as you hate Imperials. He also prefers the direct path to dealing with problems.

Sha'lia: A Twi'lek that meditates and talks about helping you.

Sha'lia – Force Adept

(female Twi'lek Fringer 1st/Force Adept 5th)

STR 11 DEX 14/+2 CON 12/+1 INT 13/+1 WIS 14/+2 CHA 16/+3	VP/WP: 39/12 Def: 19 Spd: 10m Initiative: +2 (Dex) Saves: Fort +6, Ref +5, Will +5 FP: 5 Rep: 2
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Species Abilities:

Low-light vision; +1 bonus on Fortitude saves; Bonus Language: Lekku (head-tail language)

Skills:

Entertain +8; Hide +5; Jump +5; Listen +4; Profession: *dancer* +6; Read/Write Ryl; Search +3; Sense Motive +5; Speak Basic; Speak Ryl; Spot +6; Survival +4; Treat Injury +4

Force Skills:

Empathy +5; Enhance Attribute +5; Enhance Senses +5; Farseeing +4; See Force +5

Feats:

Alertness, Exotic Weapon Proficiency: *lightsaber*, Force Sensitive, Skill Emphasis: *Entertain*, Weapon Group Proficiency (*blaster pistols, primitive weapons, simple weapons*)

Force Feats:

Alter, Control, Sense

Weapons: *Base Attack Bonus* +3

Blaster Pistol: +5 ranged attack; 3d6 damage; Range Increment 10m

Lightsaber (silver blade): +3 melee attack; 2d8 damage; Critical 19-20

Equipment: Lightsaber, blaster pistol, jumpsuit, 750 credits.

Appearance:

Sha'lia stands at 1.8 meters in height and weighs 54 kilograms. She has olive green hued skin and black-iris eyes. Sha'lia moves with the definite grace that only years of dancing can develop. She prefers to dress in a loose fitting jumpsuit, with a blaster and lightsaber worn around her waist.

History: You were taken by slavers and sold to a Rodian crimelord four years ago. The Rodian had you trained to be one of his personal dancers. You had to do your best for him. Failure to please was a death sentence.

You began to have dreams in these lonely times. An old human dressed in tattered robes would appear in your dreams and tell you to come to him on Altikar IV. Whenever you had dreams of him, you would feel oddly at peace.

Deciding to steal away from the Rodian, you followed one of his Trandosha guards to the crimelord's personal ship. You knew from inquiries that this Trandosha, often beat up by the other guards, wanted to fly ships. Cornering him in the cockpit, you cut a deal and he flew the two of you away (it wasn't pretty, but you lived).

Following your instincts, you found Altikar IV and the old man. He claimed to be a Jedi and wanted to teach you the ways of the Force. He opened you to the Force and it overwhelmed you. You agreed immediately.

Jhor-Kai, your master, began instructing you on the ways of the Force, the Jedi, the light side and the dark side. It was so much to learn. But you soaked it all in. Jhor-kai even took time to train the Trandosha the basics of flying. Master Kai could speak Dosh, the Trandosha's language, and told you his name was Goort.

One day, you were training with Master Kai and Goort was watching, when the Imperials caught up with the Jedi. He sent you away as they rushed into your training area. Jhor-Kai ignited his lightsaber and delayed the Imperials long enough for you to get to the ship.

As Goort fired up the engines, Kai's voice echoed in your head. "*You will find others like you in the Rebellion. Join them, my student.*" And then he was gone.

You found the Rebellion, and have encountered a few other beings trained in manipulating the Force. So far, though, you have not been able to find another master.

You have committed yourself to helping the Rebellion free the galaxy from the tyranny of the Empire, no matter how long it takes. Goort chose to stay with you, to serve as your pilot and protector.

Your first big assignment was given to you by Luke Skywalker. He wanted you to find a young boy who was possessed a unique and powerful gift with the Force. Agreeing, you and your companions flew to a remote planet in the Outer Rim. The planet did not have much contact with the rest of the Galaxy and was rather distrustful of your group at first. But you did meet a human named Thaum Rystra, who said he had landed to make some emergency repairs after he was jumped by a gang of pirates. Later that night, you saved a farmer's son during a very bad storm.

The next morning a teenage girl rode up to the group and asked you to come with her. Her grandfather needed you – he was the one that had requested the Rebels come. Getting to the farm, you discovered the old man had been attacked. He claimed to have been a Jedi at one time, but ultimately failed. He came here to be alone. The boy was named Caeleb. You had to hurry to him. The creature that had attacked him was going after Caeleb next.

Your group arrived at Caeleb's farm almost too late. The creature, a Whippid assassin named Tol Skaros, was fighting the boy's father, while some terrifying dogs attacked the mother. You couldn't save either one of them. After a lot of fighting, Tol and his dogs were defeated and the boy was safely in your hands.

You returned to your ship and left the planet, only to encounter an Imperial ship dropping out of hyperspace. Thaum showed up with some friends and covered your escape. Returning to the Rebel fleet, you turned Caeleb and the girl over to Kylbar, an aide to Admiral Ackbar.

Garek Tolas: Self-appointed leader of the group (in addition to Mina). Has good tactical and combat sense.

Maric Tovar: Quiet and keeps to himself. He is very good with mechanical devices. You have sensed his strength in the Force and are trying to talk him into learning more about it.

Mina Dhor: Bossy and arrogant, but you find yourself drawn to her. Makes a good leader. She is also strong in the Force.

Goort: Your protector and pilot. He helped you escape the Rodian.

Zhir Tolavor: A Gran bent on vengeance. His current path is sure to lead him to the dark side, if he lives through it.